

Ondřej Paška

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Summary

Unity Developer with a solid CS background. More than 5 years of experience with games and multiplatform development. Proficient in C#, JavaScript, and ActionScript 3. Self-motivated, interested in using creative solutions and coming up with game design ideas. Frequent game-jammer.

Experience

Geewa – Unity Programmer

Feb 2019 – now

- Implemented a variety of features in *Smashing Four* (free-to-play mobile game)

Grip Digital – Unity Programmer

May 2018 – 2019

- Porting games to consoles, optimizing performance, designing controls and GUI
- Worked with Xbox, PS4, Nintendo Switch

Charles Games – Senior Programmer

2012 – now

- Worked with Czech academics on the *Attentat 1942* game, which won the Czech Game of the Year 2017 and the Best Learning Game at Games for Change 2018, and the upcoming sequel *Svoboda 1945*
- Built custom editor tools in Unity, including a custom node-based conversation editor and custom localization tools
- Invited to give a guest lecture to Game Dev students at Charles University about Unity editor scripting (May 2019)
- PC and Mac, C#, Unity, ActionScript 3, Adobe AIR, Java

MathMage – Programmer

2017

- Implemented gameplay features for a math game aimed at young students.
- Android and iOS, Cocos2D, Cocos Creator, JavaScript

Mozkovna – Game Designer, Mobile Developer

2014 – 2016

- Ran the development of a mobile quiz game
- Awarded the Czech Mobile App of the Year 2016 in games category
- Implemented turn-based multiplayer gameplay and monetization, supervised content creators, and managed the community
- Android and iOS, ActionScript 3, Adobe AIR

[Other projects and details](#)

Education

Faculty of Information Technology – CTU in Prague

2013 – 2016

- Master's degree, Software Engineering

University of Wisconsin in Madison

2015

- Study abroad semester
- 3D Graphics, Image Processing

Faculty of Information Technology – CTU in Prague

2010 – 2013

- Bachelor's degree, Computer Science – Software Engineering